THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1.   A gaming console comprising a display, a game controller, a stake selector, and a game initiation means wherein on initiation by the game initiation means in a primary game the game controller selects a plurality of symbols and displays the selected symbols on said display and awards any prizes based upon the stakes wagered on winning combinations of the selected symbols, and awards a secondary prize in the event of a trigger condition wherein the probability of said trigger condition is proportional to a quantity determined by the result of the primary game wherein said quantity is one of the following:

      a)   the unpredictable quantity of the wager for which no prizes are awarded in the primary game;

      b)   the unpredictable number of losing combinations in the primary game on which wagers are made;

      c)   the unpredictable quantity of the stake wagered on winning combinations in the primary game;

      d)   the unpredictable number of winning combinations in the primary game on which wagers are made; or

      e)   the unpredictable amount of the prize awarded in the primary game.

2.   A gaming console according to claim 1 wherein the display is selected from the group consisting of TFT screens, LCD screens, projection displays and video screens.

3.   A gaming console according to either claim 1 or claim 2 wherein the game controller is selected from the group consisting of mechanical, electrical or electronic devices wherein said devices select a plurality of symbols and cause the selected symbols to be displayed on the display.

4.   A gaming console according to any one of claims 1 to 3 wherein the stake selector is in the form of a physical or virtual button.

5.   A gaming console according to any one of claims 1 to 4 wherein the game initiation means is in the form of a physical or virtual button.

6.   A gaming console according to any one of claims 1 to 5 wherein the primary game is a spinning reels game.

7.   A gaming console according to any one of claims 1 to 6 wherein the probability of said trigger condition is proportional to the unpredictable quantity of the wager for which no prizes are awarded in the primary game.

8.   A gaming console according to any one of claims 1 to 6 wherein the probability of said trigger condition is proportional to the unpredictable number of losing combinations in the primary game on which wagers are made.

9.   A gaming console according to any one of claims 1 to 6 wherein the probability of said trigger condition is proportional to the unpredictable quantity of the stake wagered on winning combinations in the primary game.

10.   A gaming console according to any one of claims 1 to 6 wherein the probability of said trigger condition is proportional to the unpredictable number of winning combinations in the primary game on which wagers are made.

11.   A gaming console according to any one of claims 1 to 6 wherein the probability of said trigger condition is proportional to the unpredictable amount of the prize awarded in the primary game.

12.   A network comprising a multiplicity of gaming console wherein each of said multiplicity of gaming consoles comprises a display, a game controller, a stake selector, and a game initiation means wherein on initiation by the game initiation means in a primary game the game controller selects a plurality of symbols and displays the selected symbols on said display and awards any prizes based upon the stakes wagered on winning combinations of the selected symbols and wherein in a secondary game after the awarding of any prizes in the primary game the game controller awards a secondary prize in the event of a trigger condition wherein the probability of said trigger condition is proportional to a quantity determined by the result of the primary game wherein said quantity is one of the following:

    a)   the unpredictable quantity of the wager for which no prizes are awarded in the primary game;

b) the unpredictable number of losing combinations in the primary game on which wagers are made;

c) the unpredictable quantity of the stake wagered on winning combinations in the primary game;

d) the unpredictable number of winning combinations in the primary game on which wagers are made; or

e) the unpredictable amount of the prize awarded in the primary game.

13. A network according to claim 12 wherein the display is selected from the group consisting of TFT screens, LCD screens, projection displays and video screens.

14. A network according to either claim 12 or claim 13 wherein the game controller is selected from the group consisting of mechanical, electrical or electronic devices wherein said devices select a plurality of symbols and cause the selected symbols to be displayed on the display.

15. A network according to any one of claims 12 to 14 wherein the stake selector is in the form of a physical or virtual button.

16. A network according to any one of claims 12 to 15 wherein the game initiation means is in the form of a physical or virtual button.

17. A network according to any one of claims 12 to 16 wherein the primary game is a spinning reels game.

18. A network according to any one of claims 12 to 17 wherein the probability of said trigger condition is proportional to the unpredictable quantity of the stake wagered on winning combinations in the primary game.

19. A network according to any one of claims 12 to 17 wherein the probability of said trigger condition is proportional to the unpredictable number of losing combinations in the primary game on which wagers are made.

20. A network according to any one of claims 12 to 17 wherein the probability of said trigger condition is proportional to the unpredictable quantity of the stake wagered on winning combinations in the primary game.

21.   A network according to any one of claims 12 to 17 wherein the probability of said trigger condition is proportional to the unpredictable number of winning combinations in the primary game on which wagers are made.

22.   A network according to any one of claims 12 to 17 wherein the probability of said trigger condition is proportional to the unpredictable amount of the prize awarded in the primary game.

23.   A network according to any one of claims 12 to 22 wherein the network includes a centralised display means on which the value of jackpot prize may be displayed and/or a jackpot character appears on the awarding of a jackpot prize were the jackpot prize is the said secondary prize.

24.   A method of gaming comprising the steps of:

        (i)   in a primary game selecting a plurality of symbols and displaying the selected symbols on the display;

        (ii)   awarding any prizes based upon a stake wagered on winning combinations of the selected symbols;

        (iii)   determining a quantity based upon the result of the primary game; and

        (iv)   in a secondary game awarding a secondary prize in the event of a trigger condition wherein the probability of said trigger condition is proportional to the said quantity determined by the result of the primary game wherein said quantity is one of the following:

        a)   the unpredictable quantity of the wager for which no prizes are awarded in the primary game;

        b)   the unpredictable number of losing combinations in the primary game on which wagers are made;

        c)   the unpredictable quantity of the stake wagered on winning combinations in the primary game;

        d)   the unpredictable number of winning combinations in the primary game on which wagers are made; or

        e)   the unpredictable amount of the prize awarded in the primary

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game.

25.   A method of gaming according to claim 24 wherein the probability of said trigger condition is proportional to the unpredictable quantity of the wager for which no prizes are awarded in the primary game.

26.   A method of gaming according to claim 24 wherein the probability of said trigger condition is proportional to the unpredictable number of losing combinations in the primary game on which wagers are made.

27.   A method of gaming according to claim 24 wherein the probability of said trigger condition is proportional to the unpredictable quantity of the stake wagered on winning combinations in the primary game.

28.   A method of gaming according to claim 24 wherein the probability of said trigger condition is proportional to the unpredictable number of winning combinations in the primary game on which wagers are made.

29.   A method of gaming according to claim 24 wherein the probability of said trigger condition is proportional to the unpredictable amount of the prize awarded in the primary game.

30.   A method of gaming comprising a display, a game controller, a stake selector, and a game initiation means wherein on initiation by the game initiation means in a primary game the game controller selects a plurality of symbols and displays the selected symbols on said display and awards any prizes based upon the stakes wagered on winning combinations of the selected symbols, and wherein in a secondary game the game controller awards a secondary prize in the event of a trigger condition wherein the probability of said trigger condition is proportional to the outcome of an unpredictable event or result in the primary game other than a said combinations of selected symbols.

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Vision Growth Pty Ltd

By Their Patent Attorneys

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